

**What Is Claimed Is:**

1        1.    A game machine which enables a player and an  
2        opponent to play a battle by laying down their cards  
3        in a game screen, the game machine comprising:

4                a control device which increases the number of  
5        cards available in a battle when the player continues  
6        winning.

1        2.    The game machine of claim 1, wherein the control  
2        device sets a plurality of stages in which a plurality  
3        of opposing characters which are opponents in a battle  
4        are able to appear, causes the player to advance to  
5        a next stage after having won over respective opposing  
6        characters in a certain stage, and increases the number  
7        of cards available in a battle.

1        3.    The game machine of claim 1, wherein the control  
2        device sets a plurality of stages in which a plurality  
3        of opposing characters which are opponents in a battle  
4        are able to appear, and increases the number of cards  
5        available in a battle when the player has won over  
6        the opposing characters at least a predetermined number  
7        of times in a certain stage.

1        4.    The game machine of claim 1, wherein the control  
2        device        enables        loading        of,        on        a  
3        per-unit-card-information-set basis, a plurality of

4 card information sets pertaining to a plurality of  
5 cards recorded on a computer readable medium, thereby  
6 enabling the player to increase the number of cards  
7 available in a battle.

1 5. The game machine of claim 4, wherein the control  
2 device sets a read enable flag for a card information  
3 set for which loading has been permitted.

1 6. The game machine of claim 4, wherein the plurality  
2 of card information sets are set so as to differ from  
3 each other.

1 7. The game machine of claim 5, wherein the plurality  
2 of card information sets are set so as to differ from  
3 each other.

1 8. The game machine of claim 4, wherein the computer  
2 readable medium includes an external computer readable  
3 medium removably attached to the game machine, and  
4 a setting region for the read enable flag is formed  
5 on the external computer readable medium.

1 9. The game machine of claim 5, wherein the computer  
2 readable medium includes an external computer readable  
3 medium removably attached to the game machine, and  
4 a setting region for the read enable flag is formed

5 on the external computer readable medium.

1 10. The game machine of claim 1, wherein the control  
2 device updates time information pertaining to the world  
3 of a game every time the player plays a battle with  
4 an opposing character, and effects contents of an event  
5 when requirements for occurrence of an event are  
6 satisfied if the updated time corresponds to a  
7 predetermined date and time at which an event is to  
8 arise.

1 11. The game machine of claim 10, wherein the control  
2 device causes the player to acquire a new card available  
3 in a battle when the player has won over an opposing  
4 character, when the player's winning over an opposing  
5 character is defined as a requirement for occurrence  
6 of an event.

1 12. A method of controlling operation of a game machine  
2 which enables a player and an opponent to play a battle  
3 by laying down their cards, the method comprising the  
4 steps of:

5 setting a plurality of stages in which a plurality  
6 of opposing characters which are opponents in a battle  
7 are able to appear; and

8 causing the player to proceed to the next stage  
9 when having won over the opposing characters in a certain

10 stage, thereby increasing the number of cards available  
11 in a battle.

1 13. The method of claim 12, further comprising the  
2 steps of:

3 updating time information pertaining to the world  
4 of a game every time the player plays a battle with  
5 an opposing character; and

6 effecting details of an event when requirements  
7 for occurrence of an event have been satisfied if the  
8 updated date and time corresponds to a predetermined  
9 date and time at which a certain event is to arise.

1 14. A method of controlling operation of a game machine  
2 which enables a player and an opponent to play a battle  
3 by laying down their cards, the method comprising the  
4 steps of:

5 setting a plurality of stages in which a plurality  
6 of opposing characters which are opponents in a battle  
7 are able to appear; and

8 increasing the number of cards available in a  
9 battle when the player has won over the opposing  
10 characters at least a predetermined number of times  
11 in a certain stage.

1 15. The method of claim 14, further comprising the  
2 steps of:

3 updating time information pertaining to the world  
4 of a game every time the player plays a battle with  
5 an opposing character; and

6 effecting details of an event when requirements  
7 for occurrence of an event have been satisfied if the  
8 updated date and time corresponds to a predetermined  
9 date and time at which a certain event is to arise.

1 16. A computer readable medium having recorded thereon  
2 an operation control program for controlling operation  
3 of a game machine which enables a player and an opponent  
4 to play a battle by laying down their cards, the operation  
5 control program comprising:

6 a processing routine for increasing the number  
7 of cards available in a battle when the player continues  
8 winning.

1 17. The computer readable medium of claim 16, wherein  
2 the processing routine includes:

3 setting a plurality of stages in which a  
4 plurality of opposing characters which are opponents  
5 in a battle are able to appear, and

6 causing the player to proceed to the next  
7 stage when having won over the opposing characters  
8 in a certain stage, thereby increasing the number of  
9 cards available in a battle.

1 18. The computer readable medium of claim 16, wherein  
2 the processing routine includes:  
3       setting a plurality of stages in which a  
4 plurality of opposing characters which are opponents  
5 in a battle are able to appear, and  
6       increasing the number of cards available  
7 in a battle when the player has won over the opposing  
8 characters at least a predetermined number of times  
9 in a certain stage.